

## CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
  - 5 a game;
  - a base including at least two characteristics in the game;
  - a plurality of selections, each of the selections including at least two characteristics; and
  - a processor operable to:
    - 10 (i) determine a number of the selections to display to a player in the game based on a wager made by the player;
    - (ii) enable the player to pick selections until none of the characteristics of the unpicked selections match one of the characteristics of the base or until there are no selections remaining;
    - 15 (iii) determine an award based on the picked selections which includes at least one characteristic that matches one of the characteristics of the base; and
    - (iv) provide the award to the player when none of the characteristics of the unpicked selections match one of the characteristics of the base or when there are no selections remaining
    - 20 in the game.
2. The gaming device of Claim 1, wherein the number of selections displayed in the game is determined according to at least  
25 one of: a random determination and a pre-determination.
3. The gaming device of Claim 1, wherein each of the picked selections replaces the base for subsequent selections when at least one of the characteristics of each of the picked selections  
30 matches one of the characteristics of the base.

4. The gaming device of claim 1, wherein a randomly generated selection replaces each of the picked selections when at least one of the characteristics of each of the picked selections matches one of the characteristics of the base.

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5. The gaming device of Claim 1, wherein each of the picked selections is removed when at least one of the characteristics of each of the picked selections matches one of the characteristics of the base.

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6. The gaming device of Claim 1, wherein each characteristic of the base and the selections are chosen from a set of characteristics, and the number of characteristics in each set of characteristics is equal.

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7. The gaming device of Claim 1, wherein each characteristic of the base and the selections are chosen from a set of characteristics, and the number of characteristics in each set of characteristics is unequal.

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8. The gaming device of Claim 1, wherein the base and the selections include cards selected from at least one deck of playing cards.

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9. The gaming device of Claim 1, which includes a functional element associated with at least one of the selections.

10. The gaming device of Claim 9, wherein the functional element is a wild characteristic.

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11. The gaming device of Claim 10, wherein the base includes a wild characteristic.

12. The gaming device of Claim 1, wherein the award is based on the number of picked selections which includes at least one characteristic that matches one of the characteristics of the base.

5           13. The gaming device of Claim 1, wherein the award increases for each subsequent picked selection which includes at least one characteristic that matches one of the characteristics of the base.

10           14. The gaming device of Claim 1, wherein the award is based on at least one of the characteristics of the selections that matches one of the characteristics of the base.

15           15. The gaming device of Claim 14, wherein the award associated with each of the at least one characteristics is different.

16. The gaming device of Claim 14, wherein the awards associated with a plurality of the characteristics are different.

20           17. The gaming device of Claim 14, wherein the award associated with a wild characteristic is different from the awards associated with the other characteristics.

25           18. The gaming device of Claim 1, which includes a bonus award provided to the player when the player picks a plurality of the selections in the game.

30           19. The gaming device of Claim 1, which includes a bonus award provided to the player when the player picks all of the selections in the game.

20. The gaming device of Claim 1, wherein at least one of the selections includes a modifier.

21. The gaming device of Claim 20, wherein the modifier includes a multiplier.

22. A gaming device comprising:  
a game;  
5 a plurality of rounds in the game;  
a base in each round, said base including at least two characteristics;  
a plurality of selections, each of the selections including at least two characteristics; and  
10 a processor operable to:  
(i) determine a number of rounds in the game based on a wager made by a player;  
(ii) determine a number of the selections to display to a player in an initial round based on the wager made by the player;  
15 (iii) enable the player to pick selections in the initial round until none of the characteristics of the unpicked selections match one of the characteristics of the base or until there are no selections remaining in the initial round;  
(iv) determine an award based on the picked selections  
20 which includes at least one characteristic that matches one of the characteristics of the base;  
(v) initiate any remaining subsequent round when at least one characteristic of each of the selections in the initial round matches one of the characteristics of the base;  
25 (vi) provide a total award to the player associated with the determined award in each of the rounds when none of the characteristics of the unpicked selections match one of the characteristics of the base in one of the rounds or when there are no rounds remaining in the game.

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23. The gaming device of Claim 22, wherein the number of rounds in the game is randomly determined based on the wager made by the player.

5           24. The gaming device of Claim 22, wherein the number of rounds in the game is predetermined based on the wager made by the player.

10           25. The gaming device of Claim 22, wherein the number of selections displayed in each of the rounds is randomly determined based on the wager made by the player.

15           26. The gaming device of Claim 22, wherein the number of selections displayed in each of the rounds is predetermined based on the wager made by the player.

20           27. The gaming device of Claim 22, wherein each of the picked selections replace the base for subsequent selections when at least one of the characteristics of each of the picked selections matches one of the characteristics of the base.

25           28. The gaming device of claim 22, wherein a randomly generated selection replaces each of the picked selections when at least one of the characteristics of each of the picked selections matches one of the characteristics of the base.

30           29. The gaming device of Claim 22, wherein each of the picked selections is removed when at least one of the characteristics of each of the picked selections matches one of the characteristics of the base.

30. The gaming device of Claim 22, which includes a modifier associated with each of the rounds, wherein the total award is based on the determined award or awards modified by the modifier in each of the rounds.

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31. The gaming device of Claim 30, wherein the modifier is different in each of the rounds.

32. The gaming device of Claim 30, wherein the modifier is different in a plurality of the rounds.

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33. The gaming device of Claim 30, wherein the modifier increases, decreases or remains unchanged in each of the rounds.

34. The gaming device of Claim 30, wherein the modifier increases, decreases or remains unchanged in a plurality of rounds.

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35. The gaming device of Claim 30, wherein the modifier associated with each of the rounds is randomly determined.

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36. The gaming device of Claim 30, wherein the modifier associated with each of the rounds is predetermined.

37. The gaming device of Claim 30, wherein the modifier associated with each of the rounds is determined based on a wager made by the player.

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38. The gaming device of Claim 30, wherein the modifier associated with each of the rounds includes a multiplier.

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39. The gaming device of Claim 22, wherein each characteristic of the base and the selections are chosen from a set of characteristics, and the number of characteristics in each set of characteristics is equal.

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40. The gaming device of Claim 22, wherein each characteristic of the base and the selections are chosen from a set of characteristics, and the number of characteristics in each set of characteristics is unequal.

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41. The gaming device of Claim 22, wherein the base and the selections include cards selected from at least one deck of playing cards.

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42. The gaming device of Claim 22, which includes a functional element associated with at least one selection.

43. The gaming device of Claim 42, wherein the functional element is a wild characteristic.

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44. The gaming device of Claim 43, wherein the base includes a wild characteristic.

45. The gaming device of Claim 22, wherein the award is based on the number of picked selections which includes at least one characteristic that matches one of the characteristics of the base.

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46. The gaming device of Claim 22, wherein the award increases for each subsequent picked selection which includes at least one characteristic that matches one of the characteristics of the base.

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47. The gaming device of Claim 22, wherein the award is based on at least one of the characteristic that matches one of the characteristics of the base.

5           48. The gaming device of Claim 47, wherein the award associated each of the characteristics is different.

49. The gaming device of Claim 47, wherein the award associated with a plurality of the characteristics are different.

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50. The gaming device of Claim 47, wherein the award associated with a wild characteristic is different from the awards associated with the other characteristics.

15           51. The gaming device of Claim 22, wherein the award is different in each of the rounds.

52. The gaming device of Claim 22, wherein the award is different in a plurality of the rounds.

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53. The gaming device of Claim 22, wherein the award is randomly determined.

25           54. The gaming device of Claim 22, wherein the award is predetermined.

55. The gaming device of Claim 22, wherein the award is determined based on a wager made by the player.

30           56. The gaming device of Claim 22, which includes a bonus award provided to the player when the player picks a plurality of the selections in one of the rounds.



57. The gaming device of Claim 22, which includes a bonus award provided to the player when the player picks all of the selections in one of the rounds.

5 58. The gaming device of Claim 22, which includes a bonus award provided to the player when the player picks all of the selections in a plurality of the rounds.

59. The gaming device of Claim 22, which includes a bonus  
10 award provided to the player when the player picks all of the selections in all of the rounds.

60. The gaming device of Claim 22, wherein at least one of  
the selections includes a modifier.  
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61. The gaming device of Claim 60, wherein the modifier includes a multiplier.

62. A gaming device comprising:  
a game;  
a plurality of rounds in the game;  
a plurality of selections, each of the selections having at  
5 least two characteristics, wherein one of the selections is picked to  
initially function as a base; and  
a processor operable to:  
(i) determine a number of rounds in the game based on  
a wager made by a player;  
10 (ii) determine a number of the selections to display to a  
player in each of the rounds based on the wager made by the player;  
(iii) enable the player to pick selections in an initial round  
until none of the characteristics of the unpicked selections match one  
of the characteristics of the base or the previously picked selection  
15 which is functioning as the base, or until there are no selections  
remaining;  
(iv) sequentially replace the base with each of the picked  
selections in the round;  
(v) determine an award based on the picked selections  
20 which include at least one characteristic that matches one of the  
characteristics of the base;  
(vi) initiate any remaining subsequent round when at  
least one characteristic of each of the selections in the initial round  
matches one of the characteristics of the base; and  
25 (vii) provide a total award to the player associated with  
the determined award in each of the rounds when none of the  
characteristics of the unpicked selections match one of the  
characteristics of the base in one of the rounds or when there are no  
rounds remaining in the game.

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63. The gaming device of claim 62, wherein a randomly generated selection replaces each of the picked selections when at least one of the characteristics of each of the picked selections matches one of the characteristics of the base.

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64. The gaming device of Claim 62, wherein each of the picked selections is removed when at least one of the characteristics of each of the picked selections matches one of the characteristics of the base.

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65. The gaming device of claim 62, wherein a randomly generated selection replaces the base when at least one of the characteristics of each of the picked selections matches one of the characteristics of the base.

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66. The gaming device of Claim 62, wherein the base and the selections include cards selected from at least one deck of playing cards.

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67. The gaming device of Claim 62, which includes a functional element associated with at least one selection.

68. The gaming device of Claim 67, wherein the functional element is a wild characteristic.

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69. The gaming device of Claim 68, wherein the base includes a wild characteristic.

70. The gaming device of Claim 62, wherein at least one of the selections includes a modifier.

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71. The gaming device of Claim 70, wherein the modifier is a multiplier.

72. A gaming device comprising:

- a game;
- a plurality of rounds in the game;
- a base card in each round including at least two

5 characteristics;

- a plurality of card selections including at least two characteristics; and
- a processor operable to:
  - (i) determine a number of rounds in the game based on

10 a wager made by the player;

- (ii) determine a number of the card selections to display to a player in each of the rounds based on the wager made by the player;
  - (iii) enable the player to pick card selections in an initial

15 round until none of the characteristics of the unpicked card selections match one of the characteristics of the base card or until there are no card selections remaining;

- (iv) determine an award based on the picked card selections which include at least one characteristic that matches one of

20 the characteristics of the base card;

- (v) initiate a subsequent round when at least one characteristic of each of the card selections in the initial round matches one of the characteristics of the base card and the wager amount made by the player is equal to or greater than a designated wager

25 amount; and

- (vi) provide a total award to the player associated with the determined award in each of the rounds when none of the characteristics of the unpicked card selections match one of the characteristics of the base card in one of the rounds or when there are

30 no rounds remaining in the game.

73. The gaming device of Claim 72, wherein one of the characteristics is a wild characteristic.

74. The gaming device of Claim 72, wherein at least one of  
5 the card selections includes a modifier.

75. The gaming device of Claim 74, wherein the modifier is a multiplier.

10 76. A method of operating a gaming device having a game comprising:

(a) determining a number of selections to display in the game based on a wager made by the player;

(b) displaying a base including at least two  
15 characteristics to the player;

(c) displaying the determined number of selections, each of the selections including at least two of the characteristics;

(d) enabling a player to pick one of the selections;

(e) repeating step (d) until none of the characteristics  
20 of the unpicked selections match one of the characteristics of the base or until there are no selections remaining;

(f) determining an award based on the picked selections which include at least one characteristic that matches one of the characteristics of the base; and

25 (g) providing the award to the player.

77. The method of Claim 76, wherein the step of determining the number of selections includes randomly determining the number of selections.

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78. The method of Claim 76, wherein the step of determining the number of selection includes pre-determining the number of selections.

79. The method of Claim 76, which includes the step of replacing the base with each of the picked selections for subsequent selections when at least one of the characteristics of each of the picked selections matches one of the characteristics of the base.

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80. The method of claim 76, which includes the step of replacing the base with a randomly generated selection for each of the picked selections when at least one of the characteristics of each of the picked selections matches one of the characteristics of the base.

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81. The method of Claim 76, which includes the step of removing each of the picked selections when at least one of the characteristics of each of the picked selections matches one of the characteristics of the base.

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82. The method of Claim 76, which includes the step of selecting each characteristic of the base and the selections from a set of characteristics, wherein the number of characteristics in each set of characteristics is equal.

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83. The method of Claim 76, which includes the step of selecting each characteristic of the base and the selections from a set of characteristics, wherein the number of characteristics in each set of characteristics is unequal.

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84. The method of Claim 76, wherein the base and the selections include cards selected from at least one deck of playing cards.

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85. The method of Claim 76, which includes the step of associating a functional element with at least one of the selections.

86. The method of Claim 85, wherein the functional element is a wild characteristic.

87. The method of Claim 86, wherein the base includes a  
5 wild characteristic.

88. The method of Claim 76, wherein the step of determining the award includes determining the award based on the number of picked selections which includes at least one characteristic that  
10 matches one of the characteristics of the base.

89. The method of Claim 77, which includes the step of increasing the award for each subsequent picked selection which includes at least one characteristic that matches one of the  
15 characteristics of the base.

90. The method of Claim 77, wherein the step of determining the award includes determining the award based at least one of the characteristics of the selections that matches any of the characteristics  
20 of the base.

91. The method of Claim 90, wherein the award associated with each of the characteristics is different.

25 92. The method of Claim 90, wherein the awards associated with a plurality of the characteristics are different.

93. The method of Claim 90, wherein the award associated with a wild characteristic is different from the awards associated with  
30 the other characteristics.

94. The method of Claim 76, which includes the step of providing a bonus award to the player when the player matches a plurality of the selections with the base in the game.

5           95. The method of Claim 76, which includes the step of providing a bonus award to the player when the player matches all of the selections with the base in the game.

10           98. The method of Claim 76, wherein at least one of the selections includes a modifier.

          99. The method of Claim 98, wherein the modifier is a multiplier.

15           100. The method of Claim 76, wherein the steps (a) to (g) are provided to the player through a data network.

          101. The method of Claim 100, wherein the data network is an internet.

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102. A method of operating a gaming device having a game including a plurality of rounds, the method comprising:

(a) determining a number of rounds in the game based on a wager made by a player;

5 (b) determining a number of selections to display in each of the rounds based on the wager made by the player;

(c) displaying a base including at least two characteristics in an initial round;

10 (d) displaying the determined number of selections each including at least two of the characteristics in the round;

(e) enabling a player to pick one of the selections;

(f) repeating step (e) until none of the characteristics of the unpicked selections match one of the characteristics of the base or until there are no selections remaining;

15 (g) determining an award for the round based on the picked selections which include at least one characteristic that matches one of the characteristics of the base;

(h) initiating a subsequent round in the game when the determined number of rounds has not been reached, when at least  
20 one characteristic of each of the selections in the initial round matches one of the characteristics of the base and when the wager amount made by the player is equal to a greater than a designated wager amount;

(i) repeating steps (d) to (h) until the determined  
25 number of rounds has been reached in the game; and

(j) providing a total award to the player associated with the determined award in each of the rounds in the game.

103. The method of Claim 102, wherein the step of determining the number of rounds in the game includes randomly determining the number of rounds.

5           104. The method of Claim 102, wherein the step of determining the number of rounds in the game includes pre-determining the number of rounds.

10           105. The method of Claim 102, wherein the step of determining the number of selections in each of the rounds includes randomly determining the number of selections.

15           106. The method of Claim 102, wherein the step of determining the number of selection in each of the rounds includes pre-determining the number of selections.

20           107. The method of Claim 102, which includes the step of replacing the base with each of the picked selections for subsequent selections when at least one of the characteristics of each of the picked selections matches one of the characteristics of the base.

25           108. The method of claim 102, which includes the step of replacing the base with a randomly generated selection for each of the picked selections when at least one of the characteristics of each of the picked selections matches one of the characteristics of the base.

30           109. The method of Claim 102, which includes the step of removing each of the picked selections when at least one of the characteristics of each of the picked selections matches one of the characteristics of the base.

110. The method of Claim 102, which includes the step of associating a modifier with each of the rounds, wherein the total award is based on the determined award or awards modified by the modifier in each of the rounds.

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111. The method of Claim 110, wherein the modifier is different in each of the rounds.

112. The method of Claim 110, wherein the modifier is  
10 different in a plurality of the rounds.

113. The method of Claim 110, wherein the modifier increases, decreases or remains unchanged in each of the rounds.

15 114. The method of Claim 110, wherein the modifier increases, decreases or remains unchanged in a plurality of rounds.

115. The method of Claim 110, wherein the modifier associated with each of the rounds is randomly determined.  
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116. The method of Claim 110, wherein the modifier associated with each of the rounds is predetermined.

117. The method of Claim 110, wherein the modifier  
25 associated with each of the rounds is determined based on a wager made by the player.

118. The method of Claim 110, wherein the modifier associated with each of the rounds includes a multiplier.  
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119. The method of Claim 102, which includes the step of selecting each characteristic of the base and the selections from a set of characteristics, wherein the number of characteristics in each set of characteristics is equal.

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120. The method of Claim 102, which includes the step of selecting each characteristic of the base and the selections from a set of characteristics, wherein the number of characteristics in each set of characteristics is unequal.

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121. The method of Claim 102, wherein the base and the selections include cards selected from at least one deck of playing cards.

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122. The method of Claim 102, which includes the step of associating a functional element with at least one selection.

123. The method of Claim 122, wherein the functional element is a wild characteristic.

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124. The method of Claim 123, wherein the base includes a wild characteristic.

125. The method of Claim 102, wherein the step of determining the award includes determining the award based on the number of picked selections which includes at least one characteristic that matches one of the characteristics of the base.

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126. The method of Claim 102, which includes the step of increasing the award for each subsequent picked selection which includes at least one characteristic that matches one of the characteristics of the base.

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127. The method of Claim 102, wherein the step of determining the award includes determining the award based at least one of the characteristics of the selections that matches one of the characteristics of the base.

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128. The method of Claim 127, wherein the award associated with each of the characteristics is different.

129. The method of Claim 127, wherein the awards  
10 associated with a plurality of the characteristics are different.

130. The method of Claim 127, wherein the award associated with a wild characteristic is different from the awards associated with  
15 the other characteristics.

131. The method of Claim 102, wherein the award is different in each of the rounds.

20 132. The method of Claim 102, wherein the award is different in a plurality of the rounds.

133. The method of Claim 102, wherein the step of determining the award includes randomly determining the award.  
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134. The method of Claim 102, wherein the step of determining the award includes pre-determining the award.

135. The method of Claim 102, wherein the step of  
30 determining the award includes determining the award based on a wager made by the player.

136. The method of Claim 102, which includes the step of providing a bonus award to the player when the player picks a plurality of the selections in one of the rounds.

5           137. The method of Claim 102, which includes the step of providing a bonus award to the player when the player picks all of the selections in one of the rounds.

10           138. The method of Claim 102, which includes the step of providing a bonus award to the player when the player picks all of the selections in a plurality of the rounds.

15           139. The method of Claim 102, which includes the step of providing a bonus award to the player when the player picks all of the selections in all of the rounds.

140. The method of Claim 102, wherein at least one of the selections includes a modifier.

20           141. The method of Claim 140, wherein the modifier is a multiplier.

142. The method of Claim 102, wherein the steps (a) to (j) are provided to the player through a data network.

25           143. The method of Claim 142, wherein the data network is an internet.

144. A method of operating a gaming device having a game including a plurality of rounds, the method comprising:

- 5 (a) displaying a base card including at least two characteristics in an initial round of a plurality of rounds determined by a wager made by a player;
- (b) determining a number of selections to display to the player in the round based on the wager made by the player;
- (c) displaying the determined number of card selections including at least two of the characteristics to the player in  
10 the round;
- (d) enabling the player to pick one of the card selections;
- (e) repeating step (d) until there are no card selections in the round that include at least one characteristic that  
15 matches one of the characteristics of the base card;
- (f) determining an award based on the number of picked selections which include at least one characteristic that matches one of the characteristics of the base card;
- (g) repeating steps (d) to (f) for any remaining round  
20 until there are no rounds remaining in the game; and
- (h) providing a total award to the player associated with the determined award in each of the rounds in the game.

25 145. The method of Claim 144, wherein at least one of the card selections includes a modifier.

146. The method of Claim 145, wherein the modifier is a multiplier.

30 147. The method of Claim 144, wherein the steps (a) to (i) are provided to the player through a data network.

148. The method of Claim 147, wherein the data network is an internet.

149. A gaming device comprising:

5           a game;

          a plurality of rounds in the game;

          a base selection in each round including at least two characteristics;

          a plurality of selections including at least two

10       characteristics; and

          a processor operable to:

          (i) determine a number of rounds in the game based on a wager made by the player;

          (ii) determine a number of the selections to display to a

15       player in each of the rounds based on the wager made by the player;

          (iii) enable the player to pick selections in an initial round until none of the characteristics of the unpicked card selections match one of the characteristics of the base selection or until there are no selections remaining;

20       (iv) determine an award based on the picked selections which include at least one characteristic that matches one of the characteristics of the base card;

          (v) initiate a subsequent round when at least one characteristic of each of the selections in the initial round matches one

25       of the characteristics of the base card and the wager amount made by the player is equal to or greater than a designated wager amount; and

          (vi) provide a total award to the player associated with the determined award in each of the rounds when none of the characteristics of the unpicked selections match one of the

30       characteristics of the base selection in one of the rounds or when there are no rounds remaining in the game.